

Memorandum

To: Kris Van Lengen, Anita Jenkins

CC: Greg Ault, Lauren Swan

Subject: 13 October 2016 Public Workshop – GGAMP Golden Gate City

From: Carlos Lopez

Date: 26 October 2016

The GGAMP Restudy-Golden Gate City Public Workshop was attended by several Golden Gate residents, county staff members, and local elected officials. The client team introduced the current GGAMP and presented a draft vision statement derived from the results of resident visioning questionnaires and surveys. Finally, an audience polling session was conducted to obtain attendee feedback.

Attendees revised the draft vision statement to read:

“Golden Gate City is a safe, diverse, family-oriented community that offers easy access to education, parks, shopping and services within a vibrant, walkable community.”

Audience polling was conducted to obtain additional feedback in a manner that did not require attendees to self-identify with their answers or opinions in a group setting. Results of the audience polling are attached.

Dialogue included:

- active code enforcement day and night as opposed to the current complaint-driven code enforcement model
- safety for all dimensions of Golden Gate City
- additional lighting
- limits to additional density
- concern for the limited service area of potable water infrastructure and high costs associated with water infrastructure within existing service area
 - representatives of FGUA cited need to maintain and repair existing aging infrastructure prior to expanding service areas
 - understanding the importance of this discussion, the Golden Gate Civic Association offered to invite FGUA to a future civic association meeting where they could focus on the infrastructure concerns specifically
- desire for additional distribution of commercial in the north area of Golden Gate City (Green Boulevard)
- support for enhanced and uniform development rules for commercial and mixed-use areas
- additional entertainment and recreation options for young adults
- support for citizen-driven planning efforts